

Amendments To The Claims

1. (currently amended) A user interface for volume sculpting comprising:
a processor;
a two-dimensional input device operably connected to the processor; and
a display device operably connected to the processor and wherein the processor operates to provide on the display device concurrent viewing of both a first view of a sculpting object and a second view of the object, the first view of the object providing a full, six-degree-of-freedom orientation control of the view.
2. (original) The user interface of claim 1, wherein the first view comprises a cross-sectional area of the object.
3. (original) The user interface of claim 1, wherein the second view is fixed in orientation in relation to the first view.
4. (original) The user interface of claim 3, wherein the second view is fixed in position in relation to the first view.
5. (original) The user interface of claim 3, wherein the second view is orthogonal to the first view.

6. (currently amended) A method of forming a model of a three-dimensional object comprising:

- generating a three-dimensional set of points;
- grouping the points into a plurality of three-dimensional cells;
- subdividing a cell in the plurality of cells into multiple subdivisions;
- locating adjacent cells that contact the subdivisions; and
- subdividing the adjacent cells to eliminate dangling points, wherein the adjacent cells are subdivided by having only one voxel added to them, and wherein it is unnecessary to subdivide any cells beyond the adjacent cells.

7. (original) The method of claim 6, wherein the generating step comprises generating a set of voxels as the set of points.

8. (original) The method of claim 6, wherein the grouping step comprises grouping the points into cubic cells.

9. (original) The method of claim 6, wherein the subdividing the cell step comprises forming eight subdivisions.

10. (original) The method of claim 6, wherein the subdividing the cell step comprises forming twelve subdivisions.

11. (original) The method of claim 6, wherein the subdividing the adjacent cells is performed automatically.

12. (original) The method of claim 6, wherein the subdividing the adjacent cells comprises adding only one point per adjacent cell.

13. (original) The method of claim 6, wherein the subdividing the cell comprises forming six pyramids.

14. (original) The method of claim 13, wherein the subdividing the cell comprises forming twelve tetrahedra from the six pyramids.

15. (original) The method of claim 6, further comprising removing at least one of the subdivisions from the model.

16. (original) The method of claim 6, further comprising reproducing at least one of the subdivisions or cells and adding it to the model.

17. (original) The method of claim 16, further comprising continuing to add subdivisions and cells until a volume defined by the object has been filled.

18. (original) The method of claim 17, further comprising selectively subdividing cells that are outside of the volume.

19. (original) The method of claim 18, further comprising removing portions of the cells that have been subdivided.

20. (original) The method of claim 6, further comprising assigning color values to the set of points.

al
conc